

```

#VRML V2.0 utf8
#
# Colored IndexedFaceSet Example
# by Kenji Shimada

Shape{
  geometry IndexedFaceSet{
    coord Coordinate{
      point[0 0 0, 2 0 0, 4 0 0, 0 2 0, 2 2 1, 4 2 0, 0 4 0, 2 4 1.5, 4 4 0]
    }
    coordIndex[0, 1, 4, 3, -1, 1, 2, 5, 4, -1, 3, 4, 7, 6, -1, 4, 5, 8, 7, -1]
    color Color{
      color[0 0 0, 1 1 1, 1 0 0, 0 1 0, 0 0 1]
    }
    colorIndex[1, 3, 3, 1, -1, 3, 2, 2, 3, -1, 1, 3, 3, 1, -1, 3, 2, 2, 3, -1]
    solid FALSE
  }
}

```

